

Abstract of the Disclosure

A distance based distributed online game server system is disclosed. The distance based distributed online game server system provides online game of an imaginary game world with various characters by dividing the imaginary game world into a plurality of regions and managing online game based on the regions. The distance based distributed online game server system includes a session server for providing information including region information; a database server 102 for managing player information and transmitting corresponding player information to the session server; a non-player character (NPC) server for managing data and processing scripts of non-player character by artificial intelligence; a game server for providing a game service to players within a region assigned by the session server according to the region information and managing the game of region by dividing the region into cells; and a real-time download server for provides a real-time downloading service to the player.

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